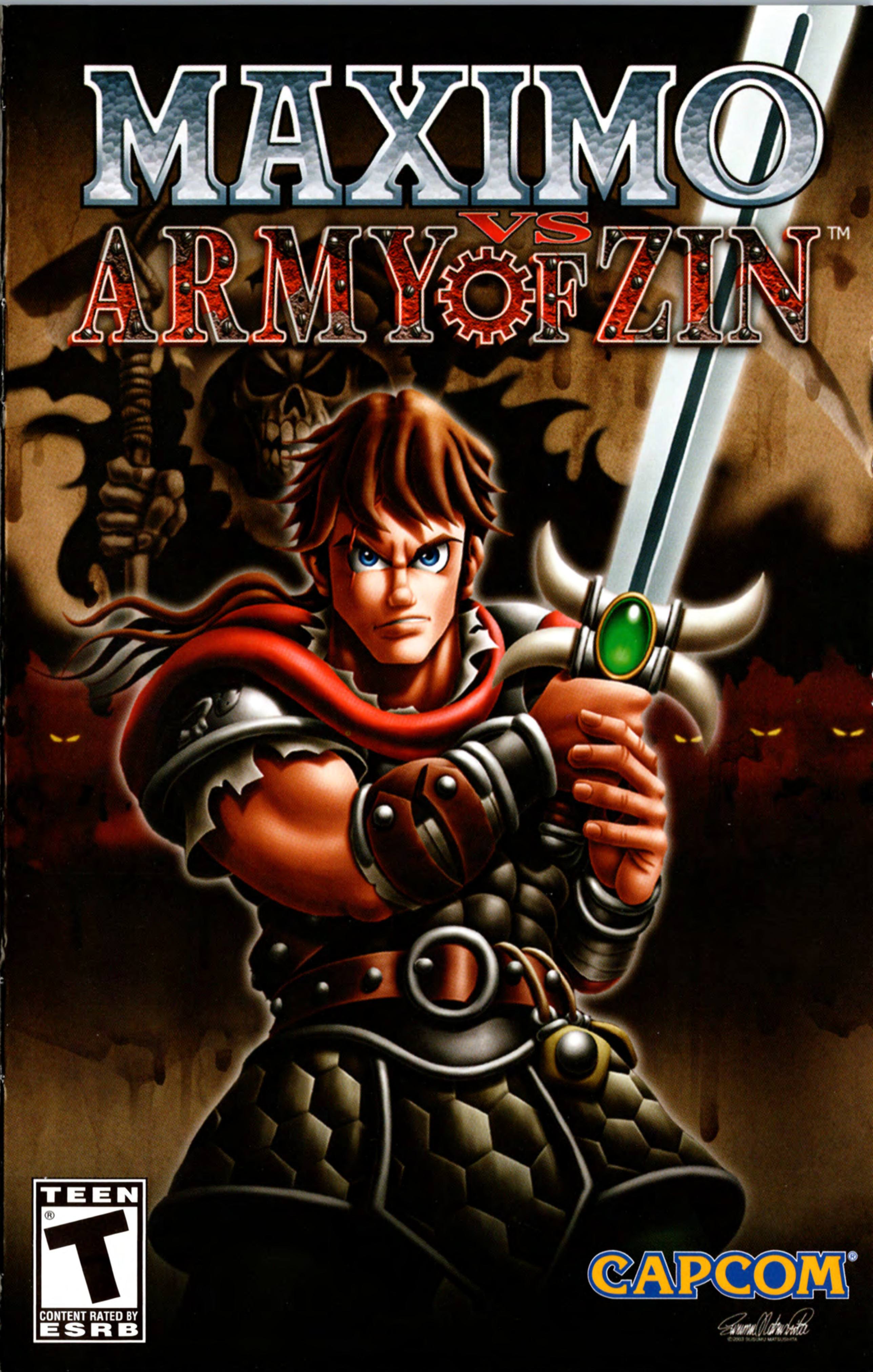
MAXIMO VS ARMY OF ZIN™



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CONTENT RATED BY ESRB

CAPCOM®

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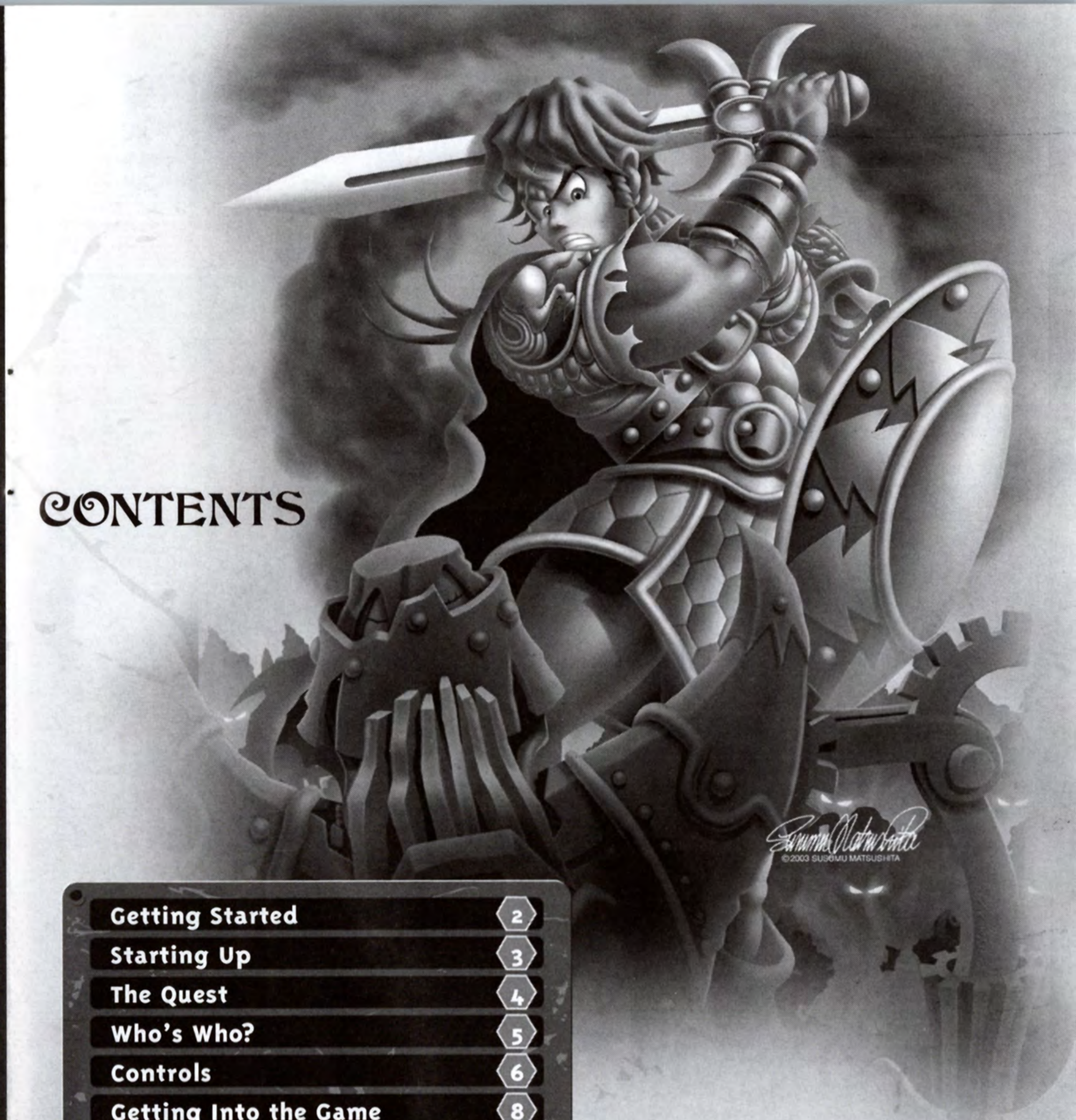
Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

Getting Started 2
Starting Up 3
The Quest 4
Who's Who? 5
Controls 6
Getting Into the Game 8
Options 9
Game Screen 10
Inventory 11
Maximo's Moves 12
More Moves 14
Treasure 15
Extras 16
Hints 18
Saving & End Game 19
www.capcom.com 24
Limited Warranty 25

A Special Message from CAPCOM

Thank you for selecting MAXIMO vs ARMY OF ZIN™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

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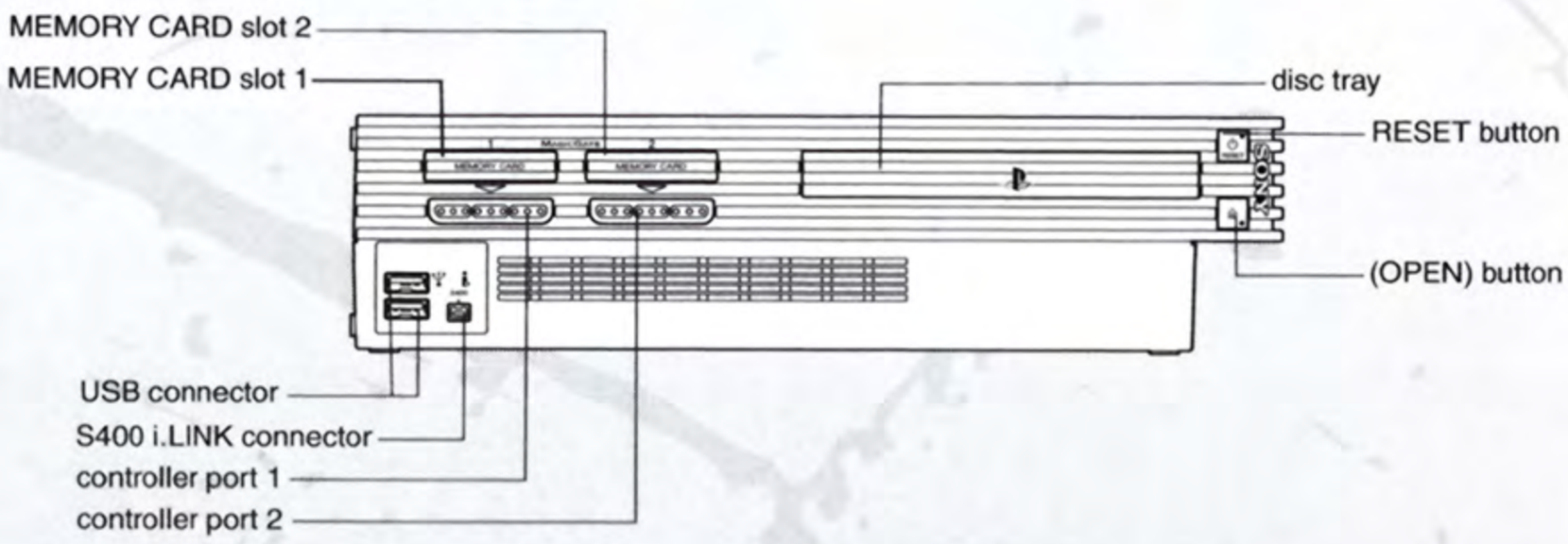
GETTING STARTED



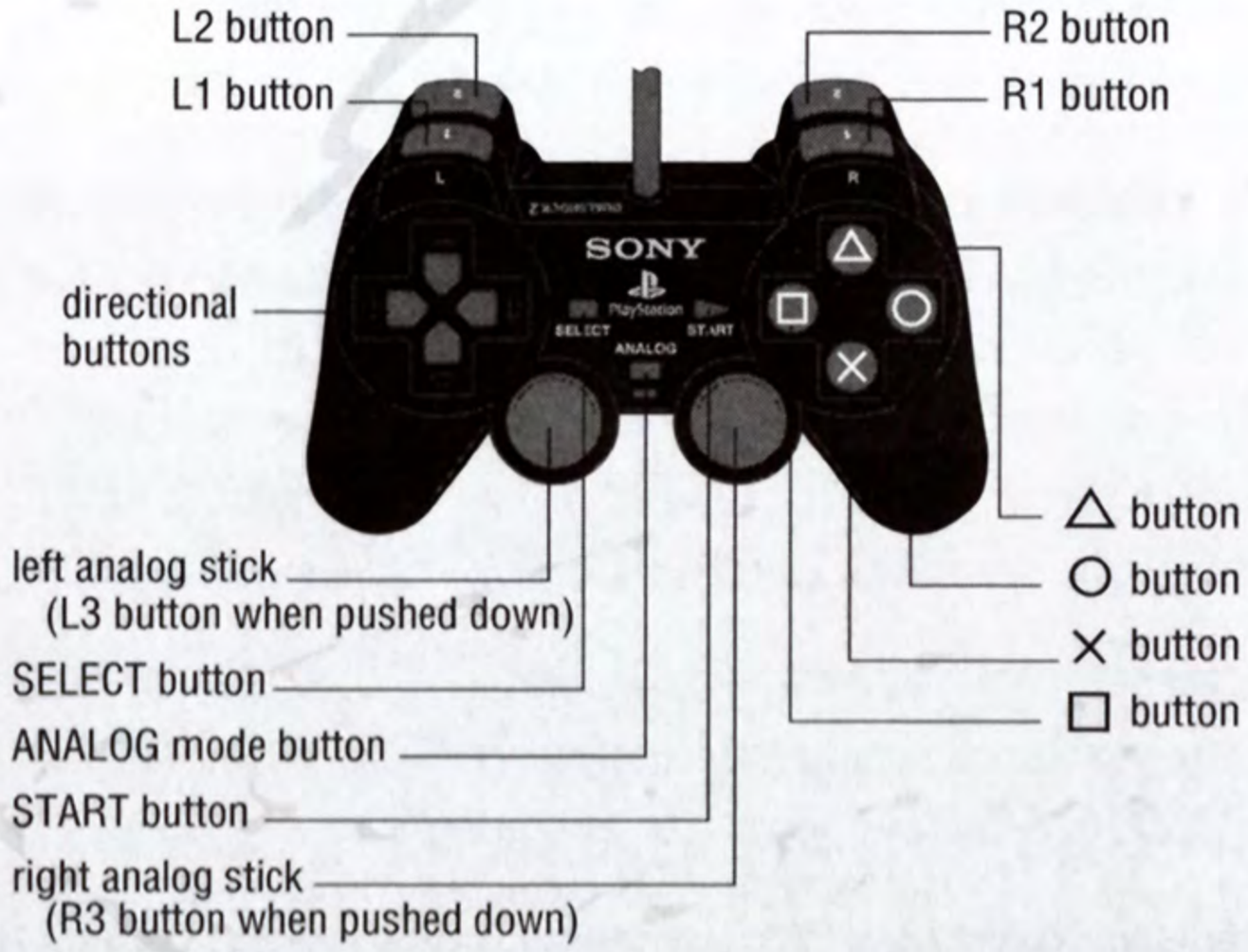
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MAXIMO vs ARMY OF ZIN™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

MEMORY CARDS

To save games, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before starting play.

You can save games at any time during play by pressing START. You can resume saved games from the same card, or from any memory card containing saved MAXIMO vs ARMY OF ZIN game data.

- **You need at least 332KB of free space available on the memory card in order to save game data. If less than 332KB exists, erase older or unwanted data to make room.**
- **Do not remove the memory card or turn off the power to the system while data is being saved or loaded. Your game data may be lost!**
- **See page 19 for more information on saving game data.**

THE QUEST

It's been eight months since MAXIMO rescued his kingdom from the evil sorcerer ACHILLE. He and GRIM have been searching in vain for Maximo's true love, SOPHIA.

Their search is interrupted by strange clockwork creatures falling from the sky. These mechanical monsters attack a village, slaughtering the innocent villagers. When Grim realizes the creatures are powered by stolen spirits, he returns to the Underworld to investigate.

Are these monsters the ARMY OF ZIN, which was supposed to be locked in the GREAT VAULT OF HAWKMOOR, 500 years ago?

Can Maximo stop their march of destruction?

TINKER

The Gearmaster of the Haunted Forest keeps herself profitably occupied. But just whose side is she on?

BARON

Once Maximo's friend, the Baron keeps watch over the Great Vault of Hawkmoor — a responsibility handed down to him from previous generations.

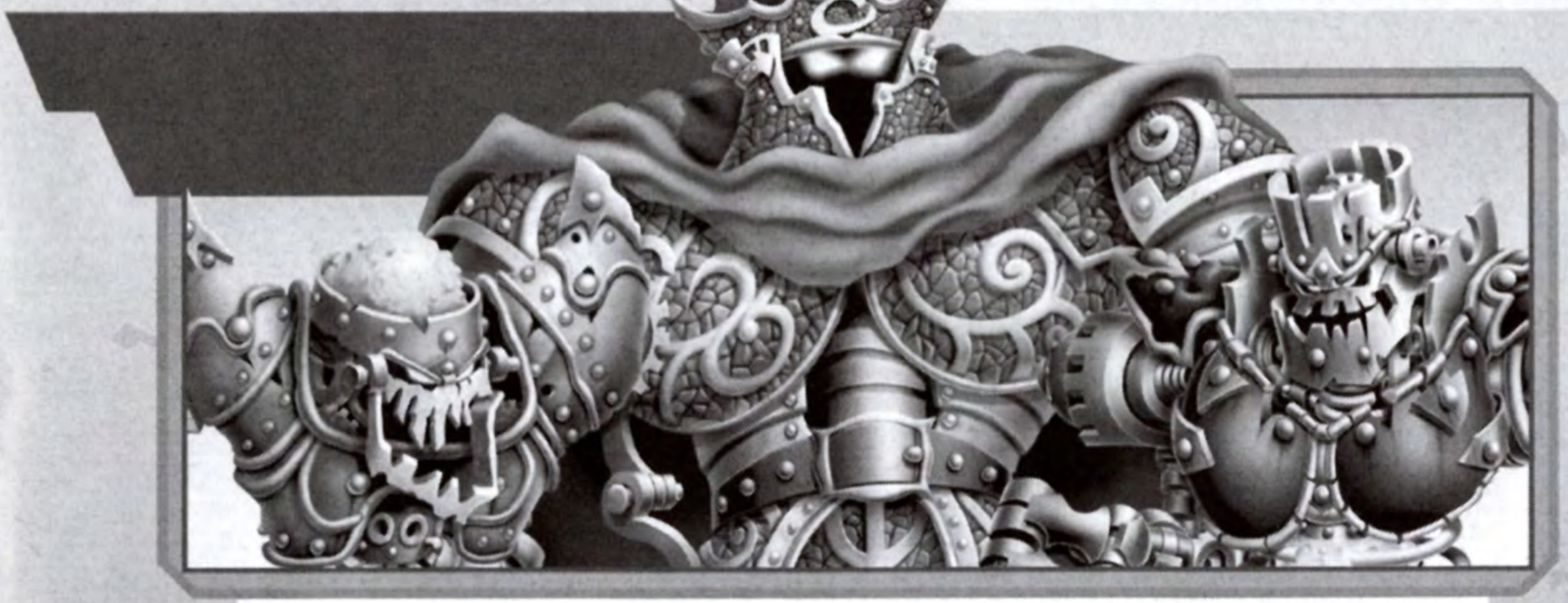
WHO'S WHO?

GRIM

Grim has been Maximo's companion since their last adventure. Though he likes to clown around, when he's called upon for help, a completely different side emerges!

MAXIMO

Maximo is now a hard-traveling hero. His quest to find his lost love, Sophia, is interrupted by the appearance of an ancient evil.



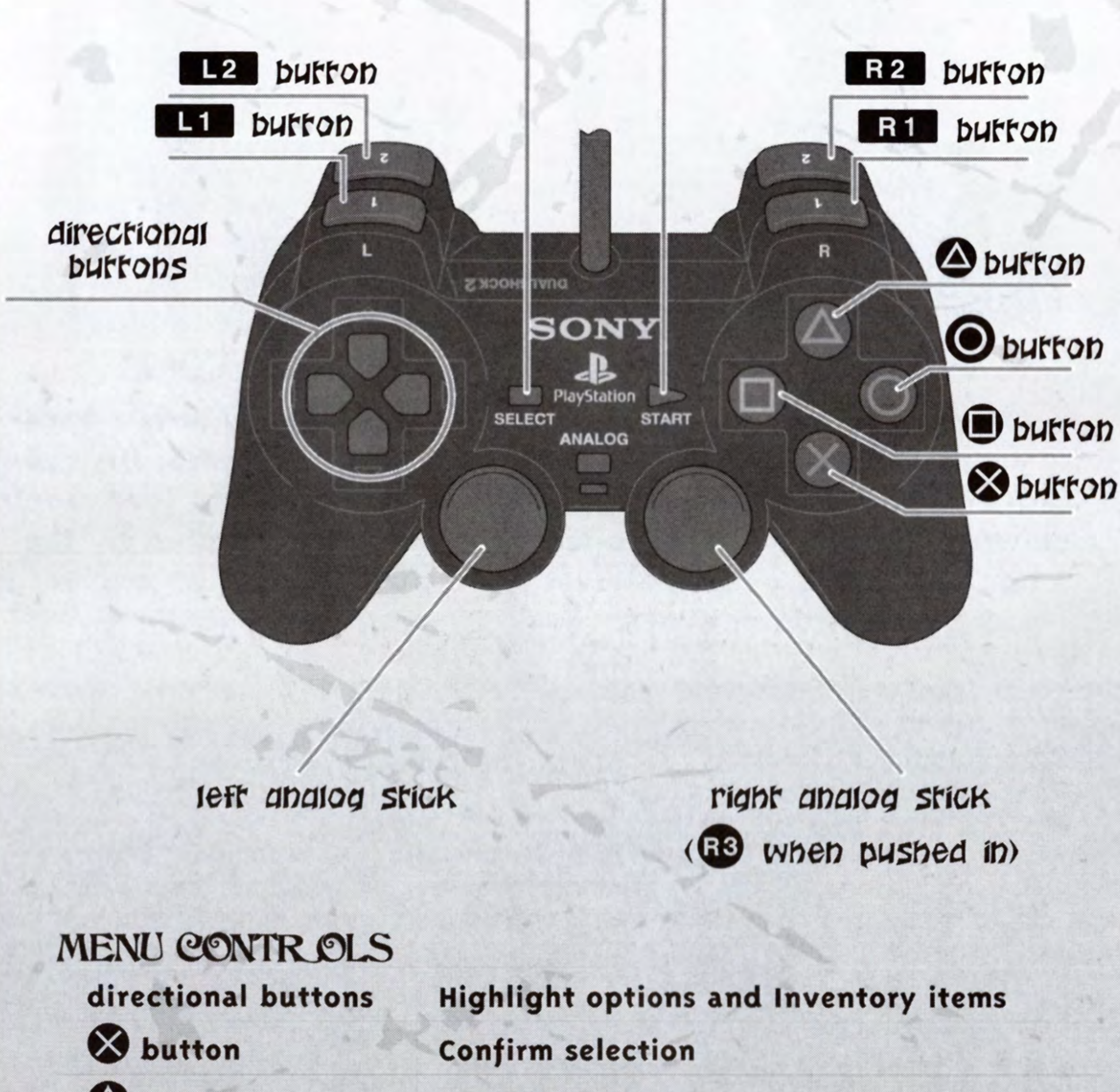
LORD BANE AND THE ARMY OF ZIN

While thought to have been imprisoned 500 years ago in the Great Vault of Hawkmoor, the Army of Zin is free again. Lord Bane, the mysterious armed warlord, leads them in terrorizing the land.

CONTROLS

SELECT button
- **Skip movie**
- **Access Inventory**

START button
- **Start/Pause game**



MENU CONTROLS

directional buttons	**Highlight options and Inventory items**
✕ button	**Confirm selection**
△ button	**Cancel selection**

CAMERA VIEWS

- **Look around by rotating the right analog stick.**
- **For first person mode, press R3 and rotate the right analog stick. You cannot fight or move while in first person mode. To exit the mode, press R3 again.**

L1 button — Re-orient camera

R1 button — Summon Grim

L2 button — Swap weapons in Inventory (see page 11)

R2 button — Shield block

left analog stick — Move Maximo

⊗ button — Jump/Double jump (press twice)

▣ button
- Horizontal Slash
- Talk/Action (use when you see a green "!"; a red "?" means you need a key)

△ button — Overhead strike

○ button — Throw shield

right analog stick

Re-orient, rotate and zoom camera

R3 button — First person mode/Rotate to look around

GETTING INTO THE GAME

On the Title screen, press START to bring up the Main Menu. Use the Menu Controls to select your game mode.

NEW GAME

Start a new game from the beginning. You'll choose a difficulty level, and then on to the game!

LOAD

Resume a previously saved MAXIMO vs ARMY OF ZIN game. Use the left analog stick or directional buttons to select a saved game, and press ✕ to load it. The game will resume from the Map screen of the last stage you played.

You must have a memory card containing at least one saved MAXIMO vs ARMY OF ZIN game inserted in MEMORY CARD slot 1 in order to resume saved game data.

OPTIONS

Adjust various game settings. (See page 9.)

OPTIONS

Use the Options Menu to adjust various game settings. Press the left analog stick or directional buttons ⬆ / ⬇ to select an option, and ⬅ / ➡ to change the setting.

SOUND

Select STEREO or MONO depending on your speaker setup.

MUSIC VOLUME

Adjust the game's music volume.

EFFECTS VOLUME

Adjust the game's sound effects volume.

VIBRATION

Turn controller vibration ON/OFF. When OFF, some play functions are disabled.

SCREEN ADJUST

Adjust the position of the game screen on your TV.

TV ADJUST

Adjust all the bars under the red line to black for optimum screen brightness, color and contrast.

CONTROLS

Forgotten the game controls? Select this!

DEFAULT

Restore the original options settings.

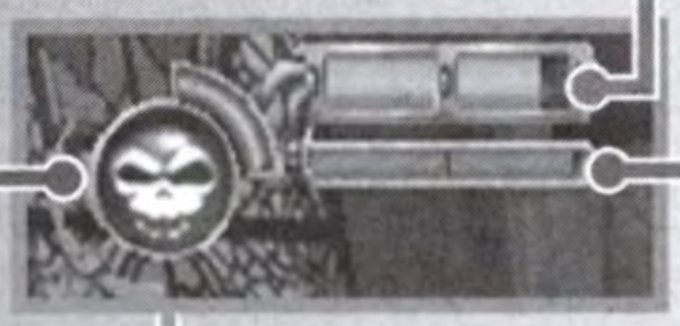
GAME SCREEN

GRIM METER

Collect Spirit to fill Maximo's Grim Meter. The skull icon will appear when you can summon Grim. Press **R1** to summon Grim.

HEALTH BAR

When Maximo loses a segment of health, he loses a piece of armor.



SUPER METER

The Super Meter powers Maximo's advanced moves.

COLLECTED ITEMS

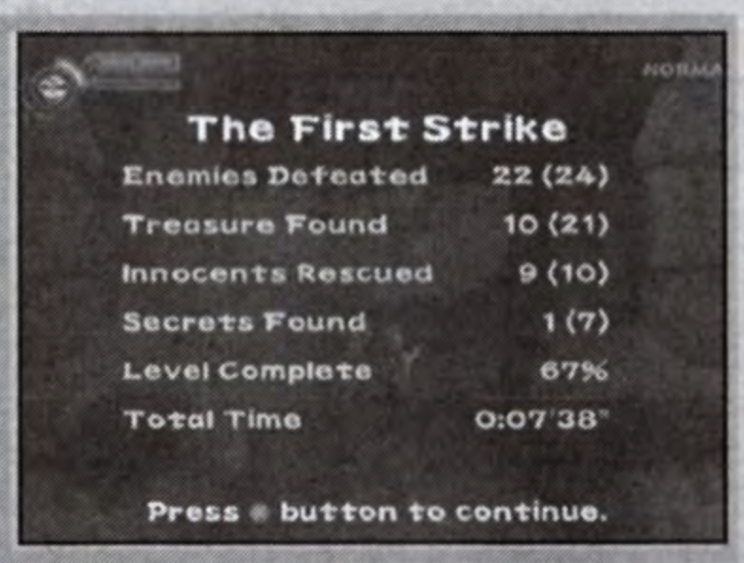
Your total of collected Death Coins, Spirit, Koins and Keys.

HIT COUNTER

As you attack enemies, your Hit Counter rises. As you defeat enemies, your Combat Rank improves. The higher the Combat Rank you attain, the greater your power!

LEVEL END TALLY SCREEN

When you finish a level, the Tally screen appears. If you find all the Treasure, rescue all the Innocents, find all hidden items and destroy all enemies, you will achieve Mastery and unlock Bonus Materials.



INVENTORY

Press SELECT during game play to access your Inventory. Here you'll see the weapons and items you've collected. Use the left analog stick or directional buttons to move the cursor to select items.
Press SELECT to return to the game.

To swap an item into or out of the equipped position, move the cursor to the item and press ⊗. During gameplay, press L2 to switch between the selected Sword and Hammer.

Check on your Death Coins, Spirit, Koins and Key count.

SWORDS

SWORD ABILITIES

SHIELDS

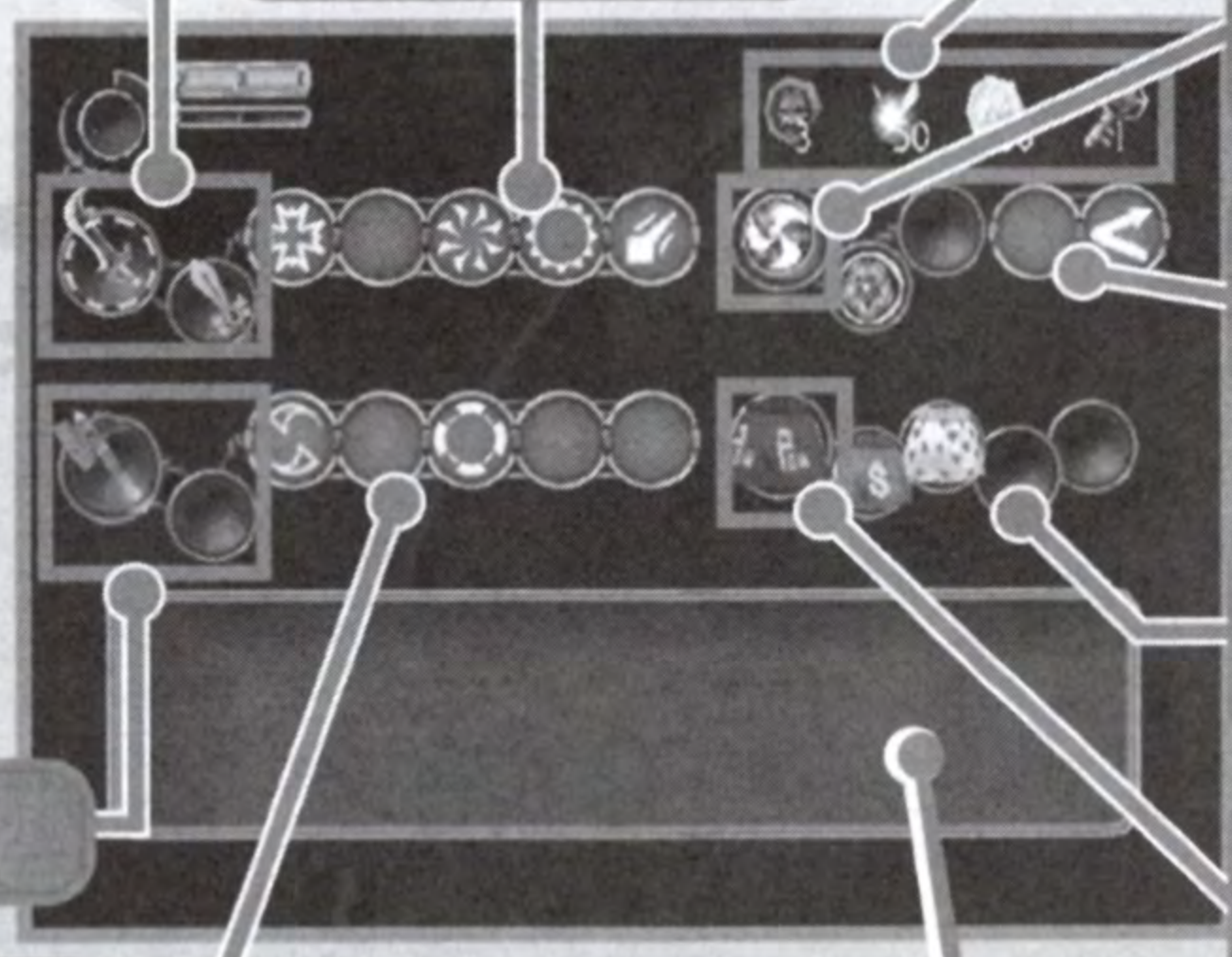
SHIELD ABILITIES

RESERVE BOXERS

CURRENT BOXERS

HAMMERS

HAMMER ABILITIES



The text box tells you about the selected item.

Press R1 to go to the Hint Scrolls screen. You can buy hints from the Peddler. (See page 16.)

MAXIMO'S MOVES

RUN/WALK

- Push the left analog stick half way in any direction to walk.
- Push it all the way to run.

JUMP – ⊗

- Jump to reach higher elevations and clear obstacles.

DOUBLE JUMP – ⊗ ⊗

- Double jump to get across hazards and reach the highest places in a scene.
- Before landing, press **R2** to finish with a defensive roll.

SHIELD BLOCK – R2

- Hold down **R2** to block.
- Blocking is Maximo's best defense against most enemy attacks.

SWORD ATTACKS

SLASH

- Do a single horizontal slash.
- Press ■ ■ for a quick one-two double slash attack.

OVERHEAD STRIKE

- Perfect for whacking a Zin Reaper right in the Soul Stone!

UPPER CUT COMBO – ■, ⬆ + ■

- On the second slash, press the left analog stick ⬆ + ■.
- This powerful upward strike can knock most enemies on their backs!

SMACK UP – ⬆ + △

- Tap the left analog stick ⬆ while pressing △.
- Juggle an enemy into the air!

1,000 CUTS COMBO – ■, ■, ■ ■ ■

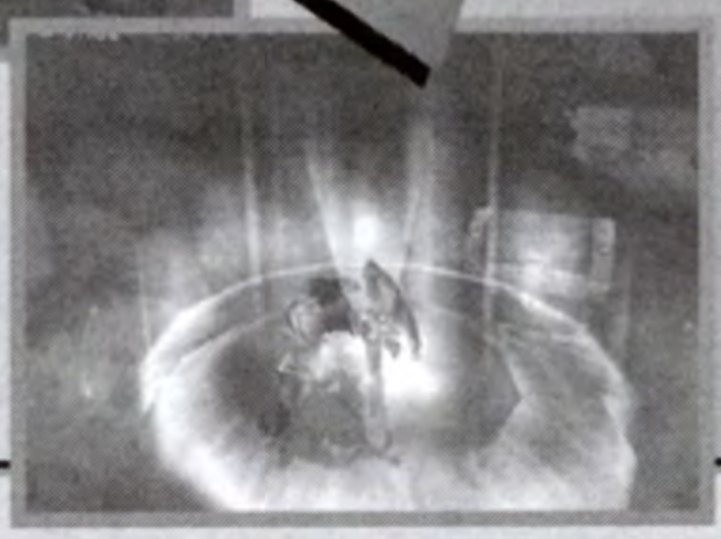
- Without moving the left analog stick, start this flurry of sword strikes by pressing ■ quickly three times on Maximo's second slash attack.

MORE MOVES

JUMP STRIKE – ⊗, △

- Use this quick attack to smash items and fallen enemies.

DOWNWARD STRIKE – ⊗, ⊗, △



- This combination of double jump and powerful attack finishes off fallen enemies!

SHIELD THROW – ◉

- When the Super Meter is charged, press ◉ to throw Maximo's shield.
- When he's out of Super Meter power, Maximo does a Shield Smash when you press ◉.

SUMMON GRIM – R1

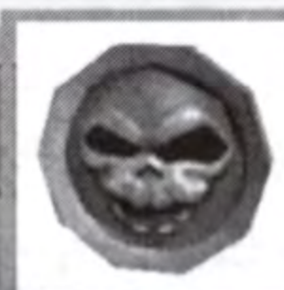
- Collect Spirit to fill the Grim Meter.
- Press R1 to transform into Grim.
- Transform back into Maximo at any time by pressing R1 again.

TREASURE

SPIRIT

Collect Spirits to charge up your Grim Meter and earn Death Coins.

DEATH COIN



As long as you have a Death Coin, you'll be resurrected at a checkpoint. Run out, and it's "game over."

KOIN

Use Koins to buy items. Press SELECT to see your Koin count.

IRON & GOLD KEYS

Iron keys open locked chests. You can carry up to nine within a level. Gold keys open locked gates. You can only carry one within a level. Keys do not carry over from one level to another.

ARMOR

This adds one full Armor Bar.

HEALTH TANKARD

This replenishes one Health Bar.

SUPER METER CHARGE

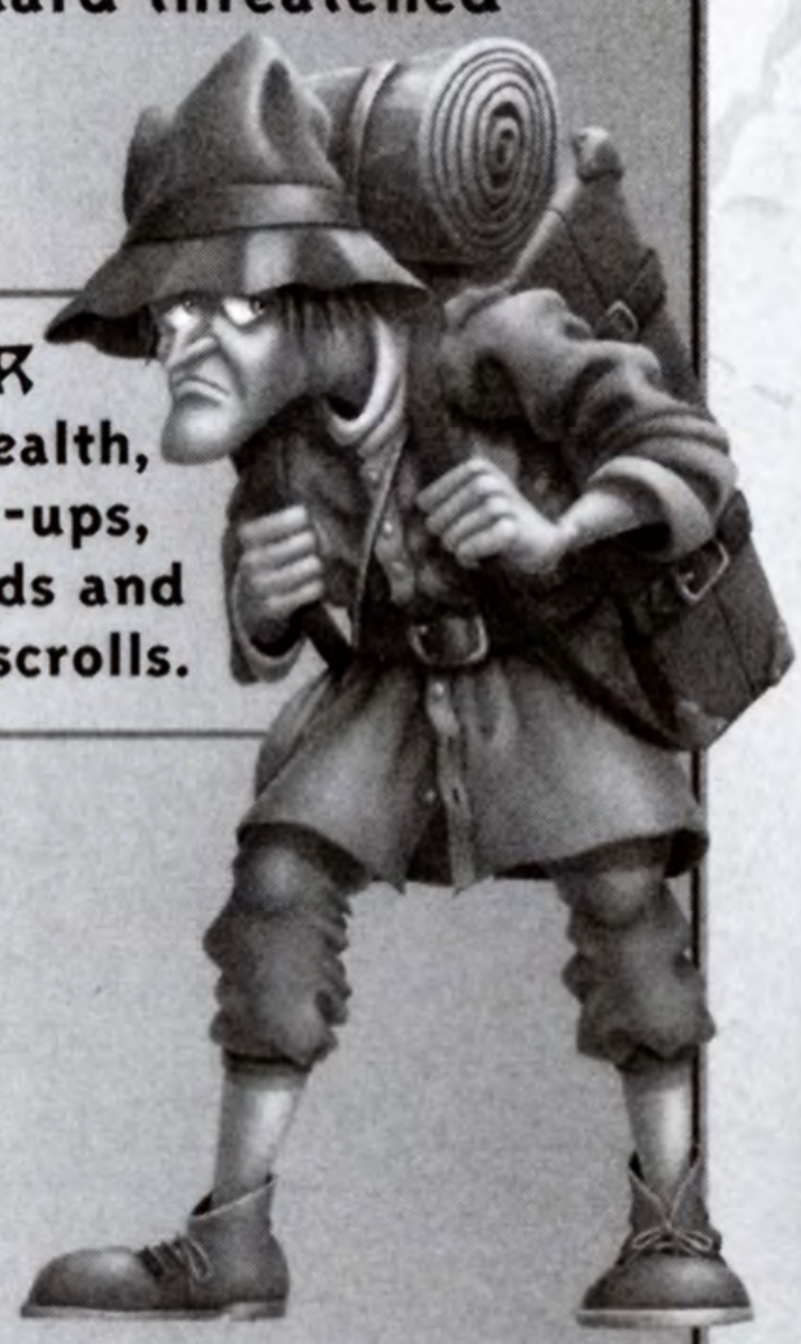
This adds energy to your Super Meter.

EXTRAS

BUYING THINGS

You can buy new items and attacks. Sometimes you'll encounter a Peddler or Old Guard threatened by the Zin! Save them or you'll lose a chance to buy something!

PEDDLER
He sells health, armor power-ups, boxers, shields and hint scrolls.



OLD GUARD
He teaches sword and hammer attack moves, and sells Grim and Super Meter upgrades.

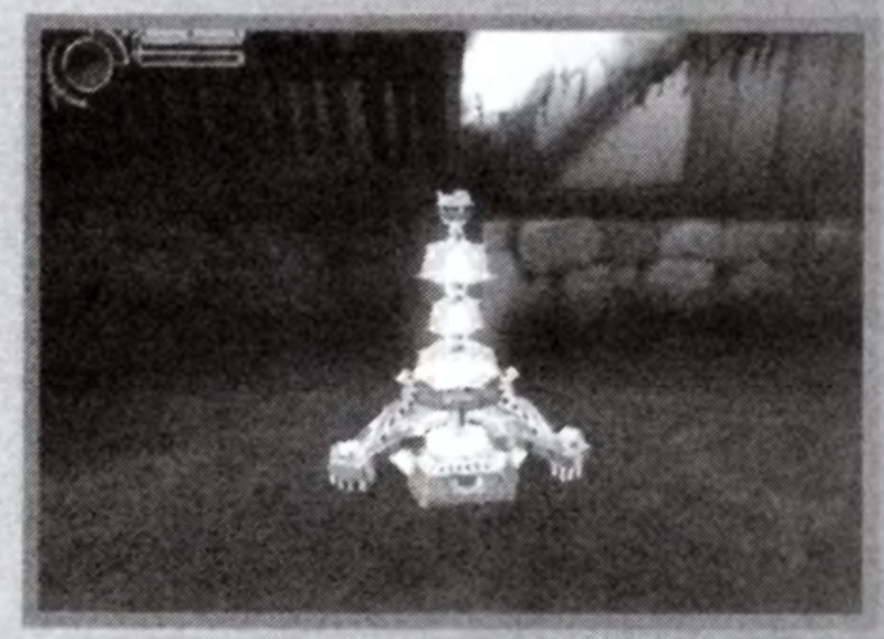
INNOCENTS

As long as enemies are nearby, an Innocent will remain scared. You cannot talk to a scared Innocent. When you rescue an Innocent, a green "!" appears. You can now talk by pressing ■. The Innocent will reward you with Treasure or tell you where to find secrets.

Be sure to talk to the same Innocent more than once in case he or she remembers something that didn't get mentioned the first time around.

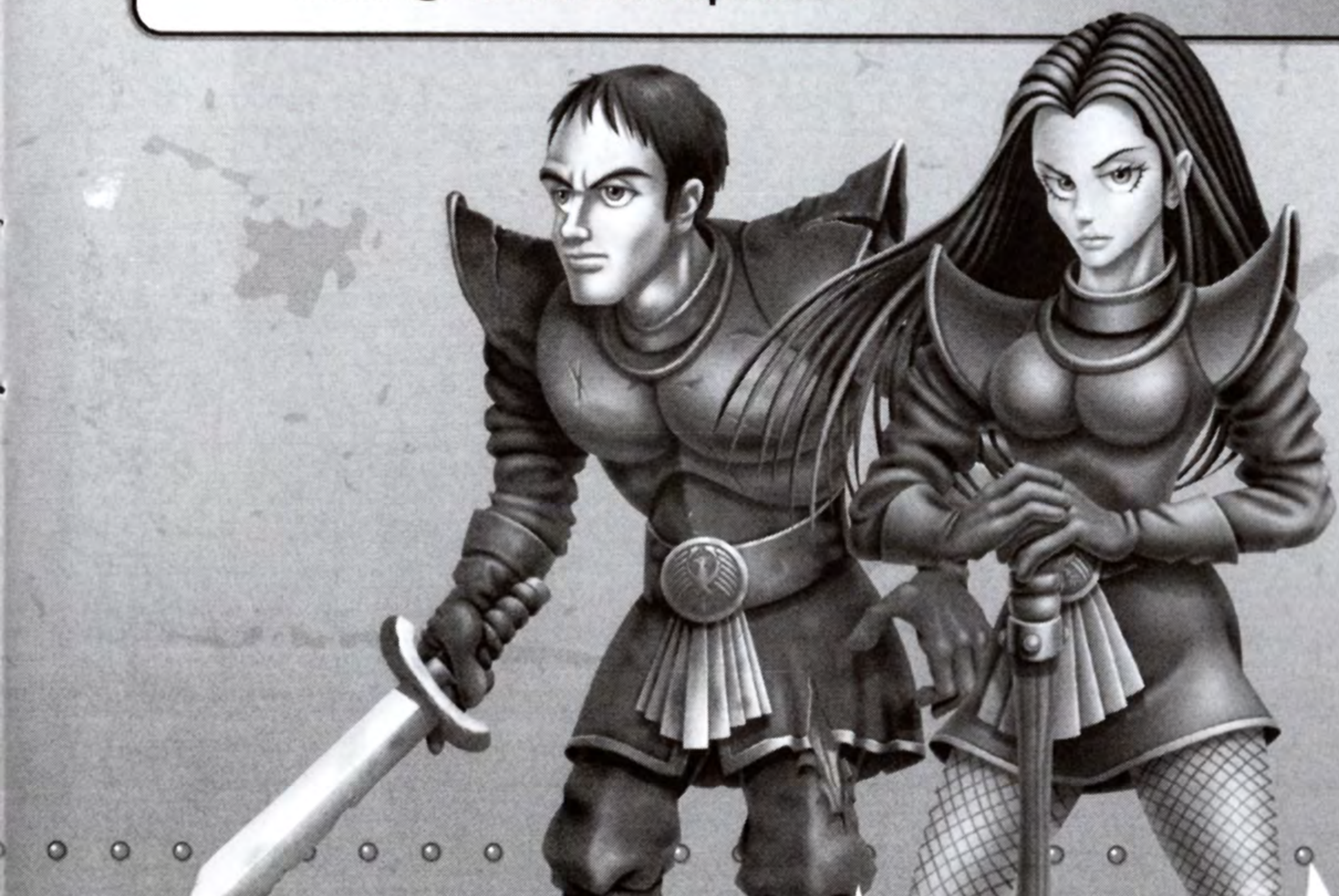
CHECKPOINT

Attacking Zin come in for a landing near Zin probes. Smashing a probe disrupts the Zin's plans for conquest and becomes a Checkpoint. When Maximo is defeated, he will be resurrected at the last marked Checkpoint if he possesses a Death Coin. Checkpoints must be smashed to be marked.



MAP SCREEN

While on the Map screen, you can check Mastery status or replay a level. Use the left analog stick or directional buttons to move Maximo's sword icon ⬅/➡ and press ⊗ to select. Press L1 on the Map screen to see a list of Bonus Goodies you've acquired. Unlock more goodies by gaining Mastery when you finish a level. Press △ to exit the Map screen.



HINTS

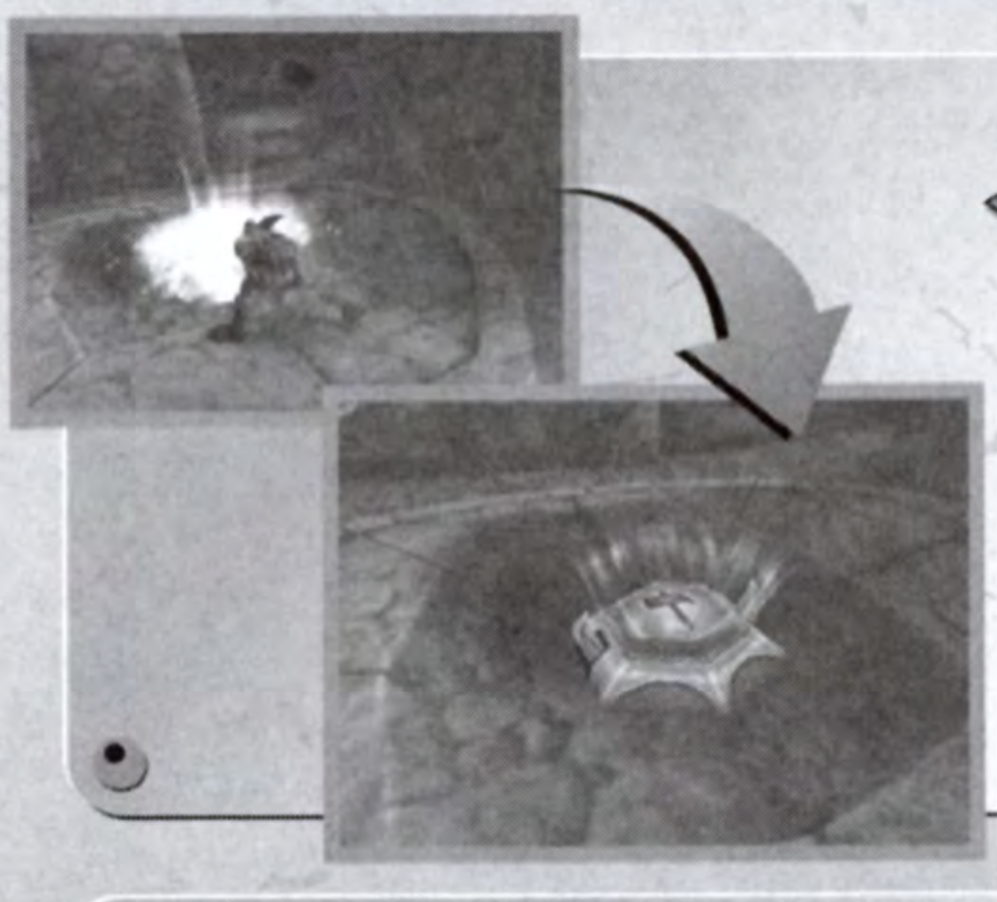
Hint 1 USE GRIM

Don't forget Grim! Summon him by pressing R1. Use his variety of attacks to soften up or defeat stronger foes.

Hint 2 SECRET PATH

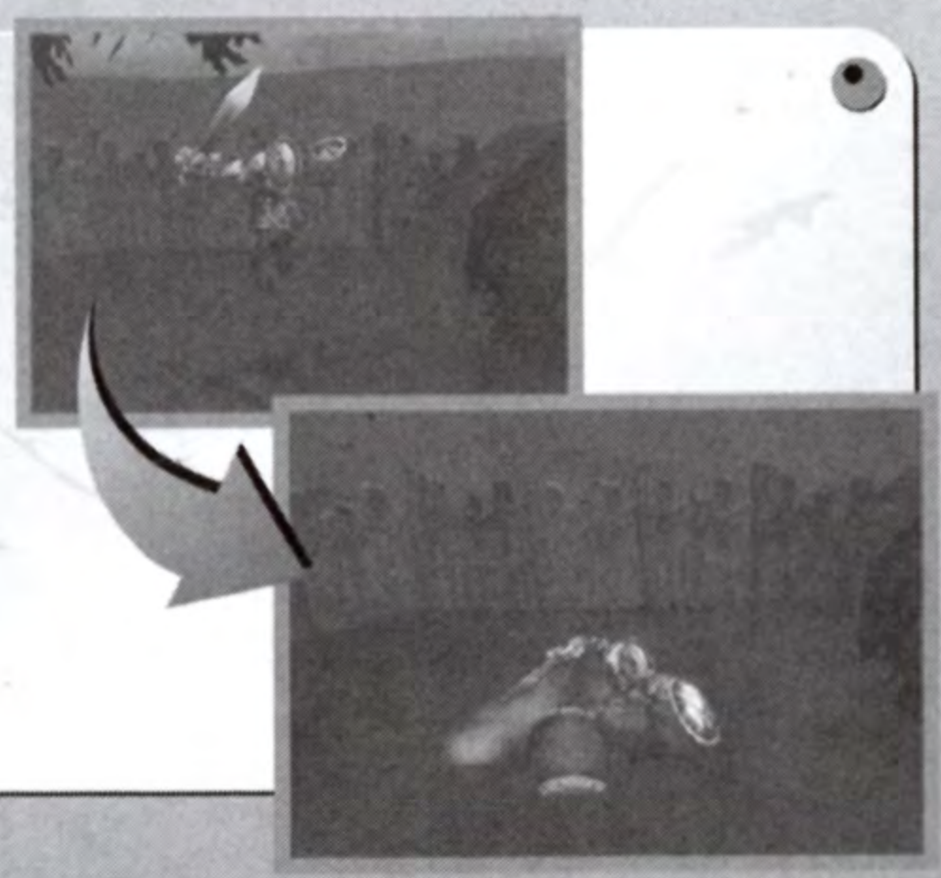
Look for breakable walls that lead to secret areas. Some walls can only be broken by the Hammer.

Hint 3 HAMMER SWITCH



Activate this switch with the Hammer by pressing ⊗ and then pressing △.

Hint 4 BURIED CHESTS

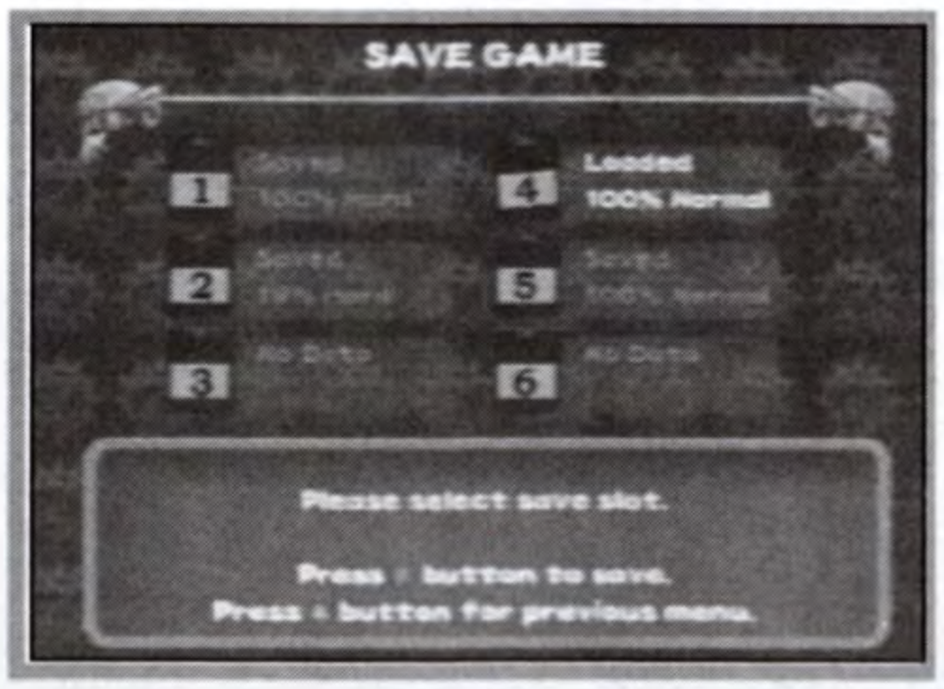


Hidden chests are buried around the world. Buy Treasure Seeking Boxers to help you find them. Uncover them with a jump.

SAVING & END GAME

SAVE

At any time during play, press START to save your progress. (On the Map screen, press R1 to save.) Select a save slot on the Save Game screen and press ⊗. (See below for additional information.)



CONTINUE

You can continue as long as you have a Death Coin. You return to the last marked Checkpoint or the start of the level.

GAME OVER

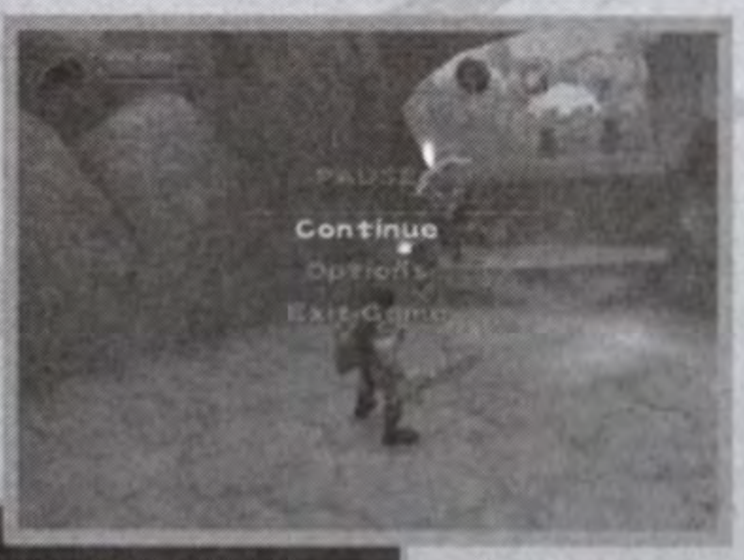
If you die and have no more Death Coins, the game's over.

MORE ABOUT SAVING

- **If you use a save slot that already contains a saved game, that game will be replaced by the new save. Be sure! Lost games cannot be recovered.**
- **You must have a memory card with at least 332KB of free space inserted into MEMORY CARD slot 1 in order to save game data.**
- **Do not remove the memory card or turn off the power to the system while data is being saved or loaded. Your game data may be lost!**

PAUSE

Having trouble defeating the Army of Zin? Take a break by pressing START to bring up the Pause screen. You can check your status while paused and reset your gameplay options.



- **CONTINUE — Resume the game.**
- **OPTIONS — Access the Options Menu.**
- **SAVE AND EXIT — Save your progress and/or quit the game and return to the Title screen.**

NOTES

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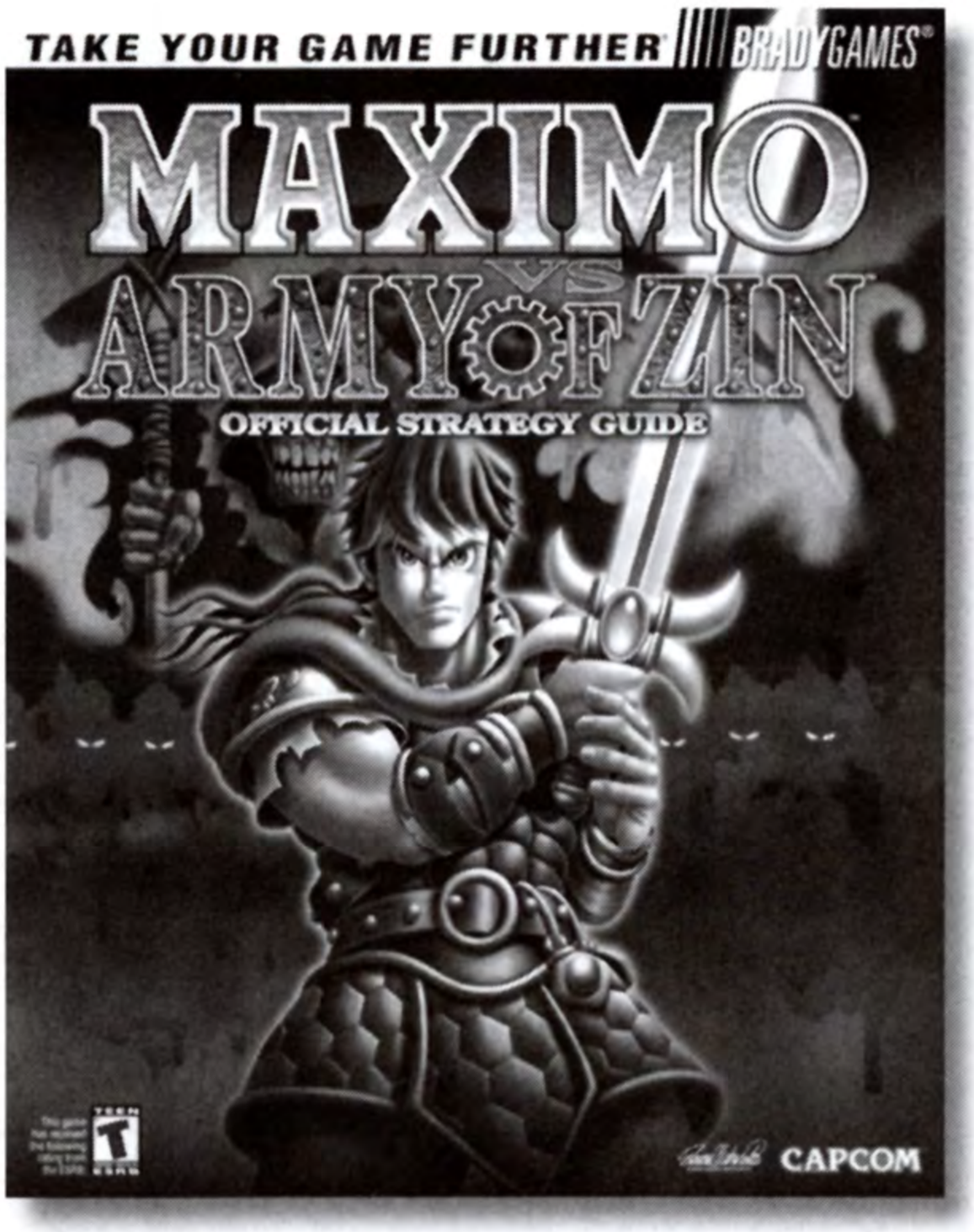
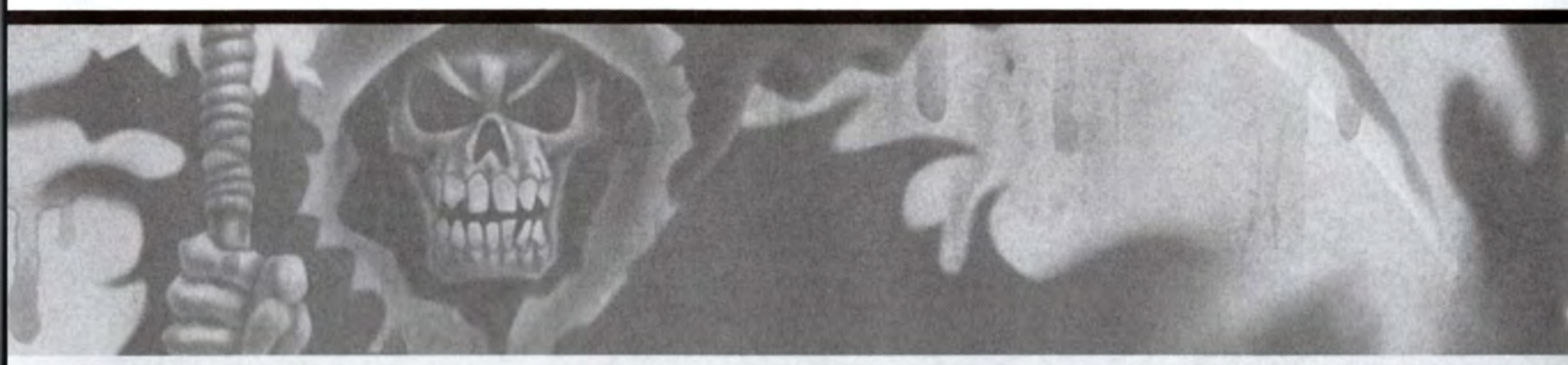


with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough, Including Power-Up Management Tips and the Master's Corner to Earn 100% Completion of Every Level.
- Detailed Maps Reveal Locations of Important Items.
- Updated Knight School Covers All of Maximo's New Combo Attacks and Moves.
- Boss Strategies, Game Secrets, and More!



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Your girl on the inside,

Cammy

XOXO

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